

device coupled to the host device, answering a telephone call, placing a telephone call, terminating a telephone call, changing the volume or audio settings, storing information related to telephone communications such as addresses, frequently dialed numbers, received calls, missed calls, logging onto a computer or a computer network, permitting authorized individuals access to restricted areas of the computer or computer network, loading a user profile associated with a user's preferred arrangement of the computer desktop, permitting access to web content, launching a particular program, encrypting or decoding a message, and/or the like. Host processor **1028** can also perform additional functions that may not be related to panel processing, and can be coupled to program storage **1032** and display device **1030** such as an LCD display for providing a UI to a user of the device. Display device **1030** together with touch sensor panel **1024**, when located partially or entirely under the touch sensor panel, can form touch screen **1018**.

[0052] Note that one or more of the functions described above can be performed by firmware stored in memory (e.g. one of the peripherals **1004** in FIG. **10**) and executed by panel processor **1002**, or stored in program storage **1032** and executed by host processor **1028**. The firmware can also be stored and/or transported within any computer-readable medium for use by or in connection with an instruction execution system, apparatus, or device, such as a computer-based system, processor-containing system, or other system that can fetch the instructions from the instruction execution system, apparatus, or device and execute the instructions. In the context of this document, a "computer-readable medium" can be any medium that can contain or store the program for use by or in connection with the instruction execution system, apparatus, or device. The computer readable medium can include, but is not limited to, an electronic, magnetic, optical, electromagnetic, infrared, or semiconductor system, apparatus or device, a portable computer diskette (magnetic), a random access memory (RAM) (magnetic), a read-only memory (ROM) (magnetic), an erasable programmable read-only memory (EPROM) (magnetic), a portable optical disc such as a CD, CD-R, CD-RW, DVD, DVD-R, or DVD-RW, or flash memory such as compact flash cards, secured digital cards, USB memory devices, memory sticks, and the like.

[0053] The firmware can also be propagated within any transport medium for use by or in connection with an instruction execution system, apparatus, or device, such as a computer-based system, processor-containing system, or other system that can fetch the instructions from the instruction execution system, apparatus, or device and execute the instructions. In the context of this document, a "transport medium" can be any medium that can communicate, propagate or transport the program for use by or in connection with the instruction execution system, apparatus, or device. The transport readable medium can include, but is not limited to, an electronic, magnetic, optical, electromagnetic or infrared wired or wireless propagation medium.

[0054] FIG. **11** illustrates an example personal computer **1144** that includes a keyboard **1134**, a touch sensor panel (trackpad) **1124**, and a touch screen display **1130**. Personal computer **1144** includes hardware, software, and/or firmware for transitioning between a user interface for a high-resolution input mode and a user interface for a low-resolution input mode according to embodiments of the invention. For example, personal computer **1144** can be a tablet personal computer, for which the display **1130** can be oriented for

keyboard/trackpad input (high-resolution input mode), such as shown in FIG. **11**, and the display can also be oriented for touch input (low-resolution input mode, not shown). For example, display **1130** may be rotated and laid flat against keyboard **1134**, with the backside of the display facing down against the keyboard so that the display screen faces up, in an orientation for touch input.

[0055] Although embodiments of this invention have been fully described with reference to the accompanying drawings, it is to be noted that various changes and modifications will become apparent to those skilled in the art. Such changes and modifications are to be understood as being included within the scope of embodiments of this invention as defined by the appended claims.

What is claimed is:

1. A method for transitioning between input modes, the method comprising:

detecting a change of orientation of a touch screen between a first orientation and a second orientation; and

transitioning between a high-resolution input mode, which displays a high-resolution input mode user interface (UI) on the touch screen, and a low-resolution input mode, which displays a low-resolution input mode UI on the touch screen, based on the detected change of orientation.

2. The method of claim **1**, wherein the transitioning comprises transitioning from the high-resolution input mode to the low-resolution input mode by modifying a first item of the high-resolution input mode UI displayed on the touch screen, wherein the first item is transitioned into a corresponding first item of the low-resolution input mode UI displayed on the touch screen.

3. The method of claim **2**, wherein modifying the first item includes enlarging the first item to obtain the corresponding first item.

4. The method of claim **3**, wherein the first item is enlarged by a predetermined percentage.

5. The method of claim **4**, wherein the predetermined percentage is customizable.

6. The method of claim **2**, wherein the transitioning further comprises removing a second item of the high-resolution input mode UI from being displayed on the touch screen.

7. The method of claim **6**, further comprising:

zooming-in on the display of items of the high-resolution input mode UI on the touch screen by a predetermined percentage, wherein the zooming-in enlarges the first item and removes the second item from being displayed.

8. The method of claim **7**, further comprising:

returning the second item to being displayed on the touch screen during the low-resolution input mode based on a touch input on the touch screen.

9. The method of claim **6**, further comprising:

returning to the high-resolution input mode by modifying the corresponding first item of the low-resolution input mode UI, wherein the corresponding first item is transitioned back into the first item of the high-resolution input mode UI, and returning the second item to being displayed on the touch screen.

10. The method of claim **1**, wherein the transitioning comprises transitioning from the low-resolution input mode to the high-resolution input mode by modifying a first item of the low-resolution input mode UI currently displayed on the touch screen, wherein the first item is transitioned into a corresponding first item of the high-resolution input mode UI.